VALKYRIA™ CHRONICLES II

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CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

SEGA®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

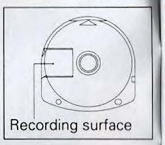
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Thank you for purchasing *Valkyria Chronicles™ II*. Please note that this software is designed only for use with PSP® (PlayStation®Portable) system. Be sure to read this instruction manual thoroughly before you start playing.

Story

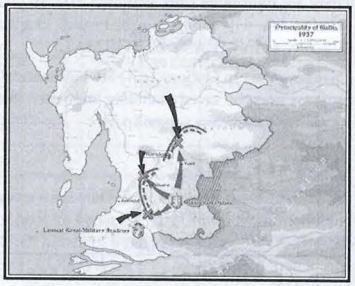
In the 1930's EC, Europa was split between the Empire and the Federation, the two dominant military powers that divide the continent. The two powers struggled for ultimate supremacy, inevitably starting the Second Europan War (E.W.II) involving all of Europa.

In 1935, the Empire's army invaded Gallia with lightning speed under Commander Maximilian's leadership. Gallia suffered a great loss, but their troops miraculously defended their capital Randgriz from the Imperial Army and made truce with the Empire to bring relief to its homeland.

The Europan War still continues in 1937. Although Gallia manages to slowly recover during this time, an internal conflict brought by the Rebel Army is quickly spreading from the south, and their mission is to overthrow the Archduchess of Gallia.

With fewer men and women serving in their national army, Gallia must rely primarily on town volunteers and undergrad cadets of the Lanseal Royal Military Academy to deal with the Rebels.

Avan Hardins is one of many freshmen joining the military academy this year, and his entire class must be ready to deploy to fight the Rebel forces when the bells of Lanseal toll.



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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Valkyria Chronicles™ II* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

SAVE DATA

There are four game slots available to store your save games. Slots with existing data will display a squad name, chapter, total playtime and difficulty setting (**EASY** or **NORMAL**).

Changes made in Options (p.4) are automatically saved, but your game progress must be saved manually after each mission and from the Academy's overview screen (p.5).

INSTALL DATA

Save a portion of data as Install Data onto a storage media to use in conjunction with the UMD® to speed up load times. Approximately 450MB of free space is required to install the data, and once this step is completed, please make sure the INSTALL DATA setting in Options is turned **ON**.

DOWNLOAD CONTENTS

Downloadable contents for *Valkyria Chronicles™ II* will be offered at PlayStation®Store. Access and login to PlayStation®Network from the home menu (XrossMediaBar) or use the Media Go application on your PC to download the free or paid content. Note that your storage media must have sufficient free space (approximately twice the size of the download content) to properly complete the download process.

CONTROLS

The following chart represents the basic controls of both game modes -- Academy (p.5) and Battle (p.12). Note that controls for aiming and camera movements can be modified via the Options (p.4).

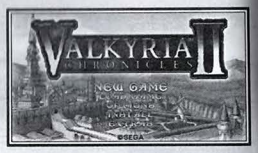
COMMAND	ACADEMY	BATTLE
Directional buttons	Select menu item	Select character / Walk Move reticle (fine adjust)
Analog stick	Move cursor	Select character / Dash Move reticle
⊗ button	Enter / Next page	Use weapon or item Camera angle down
○ button	Cancel	Map actions Cancel actions Exit Target Mode
△ button	Camera angle	Squad Commands Camera angle up
□ button	Display list of facilities	Display Squad List Switch to Target Mode Change weapons
L button	*- NOT USED -*	Switch combat areas Pan camera (left) Change lock-on targets
R button	*- NOT USED -*	Switch combat areas Pan camera (right) Change lock-on targets
L + R buttons	*- NOT USED -*	Reset camera view
SELECT	Display menu	Display menu
START	*- NOT USED -*	End player phase End character action

AIMING WITH CROSSHAIR

When you are ready to fire, remember to shoot for the enemy's weak spot. For infantry soldiers it will be their heads, while vehicles are easier to destroy by attacking the rear radiators glowing in blue.

Be sure to align the crosshair on the target's weak spot using the directional buttons.

Press START at the Title Screen to bring up the following menu items:



NEW GAME

Start the story from the beginning. Select difficulty level of the battle to **EASY** or **NORMAL** before you start. The difficulty level will not affect the story line or change selection of weapons and items you can gain.

LOAD GAME

Continue playing a previously saved game. Select a game save from the list to continue the game.

OPTIONS

Make changes to a variety of game settings.

First press the L / R buttons to display the options for either **Preferences** or **Battle**. The directional buttons ⬆/⬇ will allow you to select available options and ⬅/➡ will modify or adjust each setting. When your changes are finalized, press the ✕ button to save the settings, or simply press the ● button to exit the Options screen without saving.

INSTALL

Install a portion of the game (Install Data -- P.2) to a storage media. Note that this task will take several minutes to complete, so please do not turn the PSP® system OFF during the installation process.

EXTRAS

Missions, characters and stickers (power-up accessories for vehicles) can be unlocked with special passwords. Some will be offered via www.sega.com.

Some content will also require save data of other SEGA games. To link and activate these contents, first make sure the save data is stored on the storage media you are using to play this game.

Downloadable contents are also offered via PlayStation®Store, and these items too can be confirmed by displaying the list.

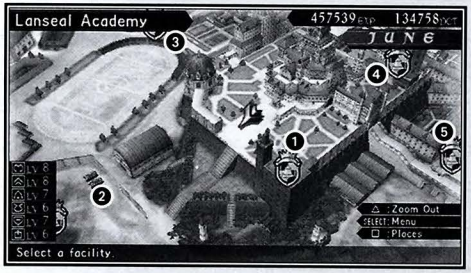
✣ On-screen Keyboard

An on-screen keyboard will appear when you select **Password** in Extras. Please refer to your PSP® system document (Quick Reference) for input controls.

During Academy Mode, you will experience campus life at Lanseal. The main objective here is to improve your squad through training, research and development, and also comradery amongst your classmates.

ACADEMY MAP (OVERVIEW)

The first screen you'll access during Academy Mode is the overview map as pictured below. At the beginning of the game you will only have a few places to access, but this will increase as you advance through the story.



Press the directional buttons or analog stick to move the pointer to any of the locations, then press the ✕ button to enter. Note that you may also access any of the common facilities from the menu (see below) which will appear on the same screen by pressing the ● button.

❶ **Briefing Room (P.6-8)**
❷ **Drill Grounds (P.9)**
❸ **R&D Building (P.10)**
❹ **Store (P.11)**
❺ **Avan's Room (P.11)**

✣ Conversations and Events

Many times you will find locations on the map with exclamation point icons, which indicate special events and social activities such as personal or group conversations.

RED
Story-based events

YELLOW
Optional events

System Menu

Press SELECT to display the System Menu while the overview map is displayed. Here you can select from the following:

Save	Save your game progress.
Options	Make changes to game settings (both **Preferences** and **Battle**).
Title Screen	Quit the current level and return to the **Main Menu**.

BRIEFING ROOM

Select your next mission and assemble a group. Changes to your squad list, including infantry and vehicle specifics can be implemented here if needed.

MISSIONS

Missions are classified into four basic categories:

Monthly Assignments	Missions classified as "Key" and "Story" of the given month must be completed to advance the story. Missions classified as "Free" are optional.
Classmate Missions	Special missions related to one of your classmates. Completing these will improve the individual's Potential skills, and improve their compatibility with Avan.
Paid Missions	Missions purchased at the campus store (P.11).
Extras	Add-on missions acquired via PlayStation®Store, password, and data link process.

MULTIPLAYER

Deploy for co-op missions with up to three friends or compete in a head-on battle with another player using PSP® system's Ad Hoc mode. Note that the "Multiplayer" option will be made available when you advance the story to February (second chapter). For details, please refer to page 20.

EDIT GROUPS

A maximum of 19 individuals (including one vehicle) can be selected as a group you can deploy. Since you have more than 19 classmates, it is important to create groups for various battle situations you can foresee.

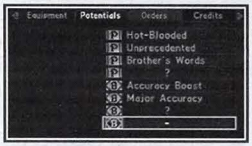
You may freely add and change your roster, however, Avan, Zeri, Cosette and your vehicle cannot be removed from any of the groups.

CHANGE EQUIPMENT

Make changes to any of your members' equipment for upcoming missions. First select one of the cadets, then select one of the items (weapon, suit, etc) to implement changes.

Note that you may also review the individual's Potentials and Credits by pressing the L / R buttons.

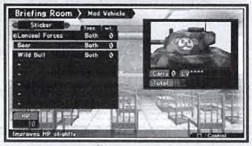
CHANGE POTENTIAL



Everyone has several personal traits and battle skills which are collectively referred to as Potentials. Potential skills that are categorized as Battle (with a yellow "B") can be modified here once your members acquire additional skills.

Note that only the fourth Battle Potential slot found in the bottom of the list can freely be changed by the player.

MOD VEHICLES



Make modifications to your vehicles for upcoming missions. First select from the list areas (see below), then select other items you have to implement the change. Note that each item has a weight, and your vehicles' bodies all have a limit as to how many parts can be installed.

✣ Mod Parts

Body	Affects HP (Hit Points), AP (Action Points) and defense.
Turret	Changes the weapons available during attack.
Shoulder	Add-on parts to enhance performance or overcome given combat conditions.
Armor	Increases defensive capability. One armor allows the vehicle to destroy giant rock formations to create alternative routes.
Backpack	Increases HP or defense. One backpack allows the squad to fix bridges to create alternative routes.
Marking	Changes appearance (color of body) to improve defensive capabilities.
Sticker	Changes the decal on the body to receive various boosts.

✣ Tanks & APCs

There will be two types of vehicles available when you advance the story. Tanks are used to counter enemy tanks and will act as a moving fortress, while APCs are used to quickly and safely carry infantry units to distant locations.

CADET INFORMATION

Details of each member of Class G can be reviewed at various points in the game. Press the L / R buttons to cycle through all of the information, which is split in tabbed sections.

❶ Name / Soldier Class / Level

❷ Skill parameters:

HP -- Hit Points (health).

AP -- Action Points (mobility).

Shoot -- Ability to fire arms.

Evade -- Ability to dodge enemy attacks.

❸ Likes -- Compatible cadets for cooperative attacks.

❹ Equipment -- Weapons, Grenades and Suit.

❺ Personal Potential: Potential skills based on personal traits and habits which affects his/her performance during battle.

❻ Battle Potential: Potential skills based on their class training and experience level. Note that the fourth skill can be modified by the player if the cadet already discovered other skills.

❼ List of Credits -- Number of earned credits sorted by category.

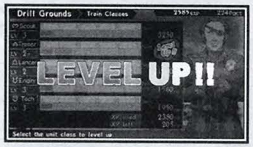
✣ Make an Order

As Chair of Class G, Avan has the ability to call an Order during the battle to improve the entire squad or a selected individual. Avan will learn most of the Orders through training on the Drill Grounds, however, there are other types which he must acquire from a special person on campus.

DRILL GROUNDS

At the Drill Grounds, you can use Experience Points to train the cadets on a military class basis. Individual cadets can also upgrade their soldier class from here if they have earned enough Credits from their battle experience.

TRAIN CLASSES



Press the directional buttons or analog stick ⬆/⬇ to select a soldier class, then press ⬅/➡ to distribute your Experience Points.

✣ Soldier Classes

Scout	Equipped with standard caliber rifles, they are capable of covering a lot of ground.
Shocktrooper	Equipped with high-power machine guns, they excel in close combat with average mobility.
Lancer	Equipped with large spear-like cannons, they can inflict enormous damage to tanks, but with limited mobility.
Engineer	Equipped with a pistol and carries super strength Ragnaid to recover wounded units. Note that they can also fix and recover a vehicle on the field and restock ammunition for infantry units and tank.
Armored Tech	Equipped with heavy armor and a wrench, they can deflect ordinary infantry fire and apply great damage from melee range. Note that they can also remove land mines and fix sandbags.

CHANGE CLASS

Drill Grounds
Change Class
Avan
Armor Tech
Has strong defense able to withstand direct gunfire. The only unit class that is able to clear land mines.
Select class to change to

First select a cadet whose class you wish to advance to a higher level, then use the directional buttons or analog stick to select a higher class from the class tree. If the higher tier classes are still hidden or displayed in gray, you must wait until the cadet has earned enough Credits by actively participating in battles.

Note that Avan can crossover to another soldier class, but all other cadets are only allowed to change within their assigned soldier class.

For the complete class tree and the prerequisites to advance to higher classes, please refer to the *Freshmen Cadet Guide*, which can be downloaded from the official product page.

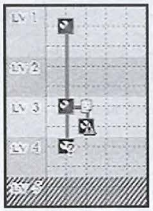
www.sega.com/games/valkyria-chronicles-2/

R&D BUILDING

Lavinia will help develop new weapons, defense gear and vehicle enhancements at the R&D Building. Funding is required to produce new items so use it wisely to effectively upgrade your squad. In addition to creating new items, changes in equipment, tank customization and tank repairs are also made here.

DEVELOP WEAPONS

There are two types of items to develop at R&D. For your infantry units you can develop new weapons, grenades and suits. For your vehicles you can create various parts which are introduced on page 7. Press the directional buttons or analog stick ⬅/➡ to cycle through tabbed sections to browse the list by a specific soldier class or vehicle.



Once the item is confirmed, a chart (pictured left) with upgraded/remodeled items of the same kind will be displayed. Press the directional buttons or analog stick to highlight one of the other icons and confirm to build the item(s).

Note that the development of basic infantry weapons is based on the R&D Level that Lavinia can currently produce, but some items will also require blueprints which you must acquire from enemies.

✣ R&D Chart Icons

	Items which can be developed.
	Items which are already developed.
	Items which can be immediately developed (but have not been developed before).
	Items which require more funding (DCT) and/or resources.
	Items which require blueprints.

TEMPORARY COATING

Natural resources that are collected from previous missions can also be used to enhance the abilities of one military class of your choice for the next mission. Depending on the combination of two materials, the selected soldier class will collectively receive either a positive or negative effect.

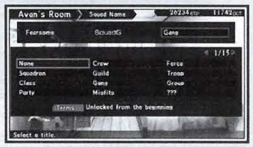
STORE

At the campus store, items such as newspapers and missions can be purchased. This is also a place where you can meet people too, so be sure to drop by while you are on campus.

AVAN'S ROOM

Review records of your game play, tutorials, past events, character profiles and other story-related information from Avan's dorm room. This room is also the first place you'll be returning to after completion of most missions.

✣ Editing Squad Name



Your squad name, which also becomes your save data's name, can be changed from Avan's Room. Note that you are free to add unlockable terms in front and after your squad's name. Simply select one of the slots and choose a term from the list that best identifies your squad.

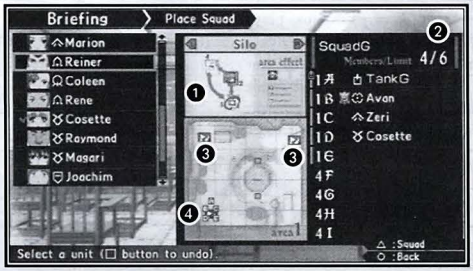
✣ Browsing Yearbook

When you are flipping through the "Events" section of the Yearbook, note that you may also replay the video of the highlighted article by pressing the ⊗ button. Simply press START if you wish to stop the video and return to the Yearbook page at any time.

Battle will commence when you select a mission from the Briefing Room (P.6) at the Academy. The aim is to successfully complete the objectives of the mission by strategically controlling your units on the field.

BRIEFING

Confirm all locations of allied and enemy camp sites on the map(s). Once you read the objectives, press the ⊗ button to display the menu screen and select **Deploy** whenever you are ready to take the field.



PLACE SQUAD

You may position your units within any of your camp sites before you take the field to create an ideal formation. Select your units from the roster and position them on one of the vacant posts on the map.

❶ **Attack Route**

❷ **Number of Units -- Allocated / Maximum**

❸ **Enemy's Camps (icons in red)**

❹ **Class G's Base Camp**

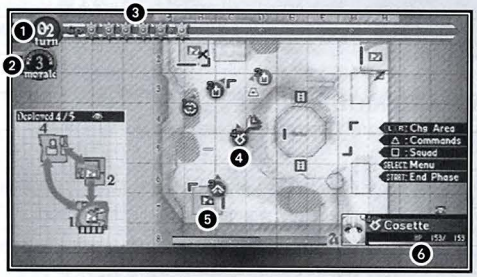
BATTLE SYSTEM (TURN-BASED COMBAT)

Battles will be fought in turns, and your squad will be able to reposition and fire at will during the player's phase. During the enemy's phase, your units will remain still and counterattack moving enemies automatically.

During the player's phase, you will start from the Command Mode (an overview screen) which displays the current position of your units. Decide your next move carefully, then select a unit to take action with to enter Action Mode (P.16).

COMMAND MODE

Top view of the combat zone is displayed to visualize your battle strategy before you actually move your units. Press SELECT to display the menu (P.14), ● button to display a list of units, or START to end your current phase.



❶ **Current Turn Number** -- Note that some missions must be completed within a given number of turns.

❷ **Morale Gauge** -- Morale of your squad will increase by capturing camp sites and defeating enemies. When the squad's morale increases, the performance level of your units can increase with positive Potential skills.

❸ **Command Points (CPs)** -- One point is used per action. Note that vehicle actions and Orders can use multiple CPs.

❹ **Unit Icon** -- Icons displayed in blue are your allies, and icons in red are the enemies.

❺ **Camp Area** -- Icons displayed in blue are occupied by your squad, and icons in red are occupied by the enemies.

❻ **Unit Information** -- Selected unit's face, name and HP status will be displayed here.

When a unit you've selected has its sights on an enemy, a Sight Line (P.18) will appear on the screen to indicate that the unit is marking an enemy.

USING COMMAND POINTS

The most important factor during Command Mode is your CPs (Command Points). CPs are used to move your units and to execute actions such as Orders (via menu -- P.14) or calling in your reserves.

Your first instinct may be to use up all of the CPs per turn by moving as many units as possible. However, when your enemies are aggressive, it can payoff if you wait and stock up your CPs and overwhelm them once they are closer to your camp area.

NOTE: A maximum of 20 CPs can be stocked and used in one phase.

SQUAD LIST

Press the ● button during Command Mode to display the list of units. Press the directional buttons or analog stick to change the category (Ally, Enemy, Camps and Reserves). When a unit in the Ally tab is highlighted, you may also press the ✕ button to reposition and/or attack by entering Action Mode.

COMMAND MODE MENU

Press SELECT during Command Mode to open a menu with the following options:

ORDERS	Use one of Avan's Orders to boost the performance level of the entire squad or selected individuals.
OBJECTIVES	Confirm your victory / failure conditions and your current combat rank.
CREDITS	Confirm all academic credits your squad have earned during the current battle.
END PHASE	End your battle phase and move on to the enemy's phase.
OPTIONS	Access the Options screen to modify game settings.
RETIRE	Retrieve all units and return to the academy.

STANDBY / RETREAT

You can withdraw your units from the field during the player phase. First select one of the units on the overview map and press the ▲ button to display either the "Retreat" or "Standby" option. A retreat action outside your camp area will cost you one CP, but a standby action (with no cost) is only available to units who are positioned within one of your camp areas.

This command not only saves wounded units, but also allows you to transfer your best members to different locations from other camp areas you have control over.

CAMP AREAS

In the battlefield, the surest way to win a battle is by capturing the enemy's camps. There are three types of camp: **BASE CAMP** – losing this will decide the battle; **GATEWAY CAMPS** – these connect to Gateway camps on different areas (map) to expand your squad's presence; and **REGULAR CAMPS** – these may not be on a critical point on the map, but controlling them would stabilize your offense and defend the area.

REGULAR CAMP

GATEWAY CAMP

BASE CAMP

♣ CAPTURE AN ENEMY CAMP

If you clear all of the enemy units in the camp area and touch their flag pole, press the ● button to officially declare that you've annexed their camp. This final action can only be carried out by your infantry, and not by vehicles.

♣ GATEWAY CAMPS

Some missions will take place across multiple locations (areas). Occupying a Gateway camp automatically gives you access to another camp in a different area since they are connected by an underground route. If you have enough CPs remaining after you take control of a new camp, be sure to check where it is connected and if possible defend the other camp area by deploying your units.

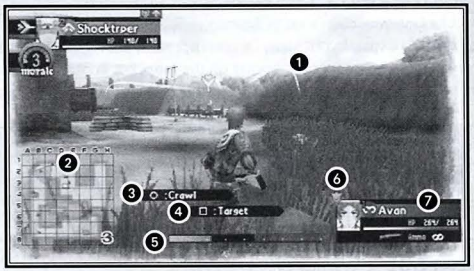
♣ ADVANTAGES OF CAMP AREAS

Here are the advantages your units can count on when they are within their own camp area:

1) Recover damage (HP) with a greater margin (per turn).
2) Reload special weapons (Lancer/Sniper) and stock up on grenades.
3) Increase protection with enhanced defensive power.
4) Withdraw your units from the field without consuming a CP.
5) Deploy your reserves to defend an area or to gain ground.

ACTION MODE

In Action Mode, you will now be moving the unit that you've selected from Command Mode. When you find a good location to attack from, switch over to Target Mode.



1. **Sight Line** -- Direction an enemy is facing, color-coded by a status. For details refer to page 18.
2. **Map** -- A map of the area the selected unit is in. This can be toggled ON/OFF from the Options screen.
3. **Terrain Action Prompt** -- Special actions used in selected areas.
4. **Target Mode Prompt** -- Press the ● button to enter Target Mode whenever the prompt is displayed.
5. **AP Gauge** -- Remaining Action Points. See below for details.
6. **CP Icons** -- Indicates that this unit will add one additional CP per player phase.
7. **Unit Status** -- Current status such as HP and equipped weapon/item.

When a unit you've select has its sights on an enemy, a Sight Line will appear on the screen to indicate the unit is marking an enemy.

ABOUT ACTION POINTS

Action Points (AP) represent the unit's mobility range, which varies by soldier class. The orange-yellow AP gauge displayed at the bottom of the screen will deplete as you move the unit. Finding a safe location before the gauge is empty is critical for survival since your unit will be unable to move around for the rest of the turn once its AP runs out.

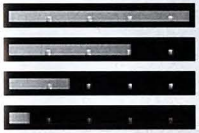
MOVING UNITS

Use the directional buttons and analog stick to move your units during Action Mode. There are no retakes in this mode so stay sharp and keep an eye on the AP Gauge when you move your units. If you run out of AP, your units will be suspended on the spot for the remainder of the action. Note that your infantry can still rotate on the spot and use Terrain Action (see below), but a tank will require AP to rotate its entire body.

As long as the unit has some AP remaining, you may move and attack, or attack and move, or even move, attack and then move again. When your actions are completed, press START to return to Command Mode.

AP RESTRICTIONS

When you need to rely heavily on a single unit during the same attack phase, note that his/her AP will decrease after each action, regardless of whether the unit moved or not.



..... First action of the turn with full AP Gauge.

..... Second action of the turn with 2/3 of AP.

..... Third action of the turn with 1/3 of AP.

..... Fourth action of the turn with very little AP.

TERRAIN ACTIONS

Special actions are available when your infantry units enter certain areas (e.g. behind sandbags, within tall grass areas, etc.). An on-screen prompt is given when a Terrain Action is available, so press the ● button to take advantage of it.

CAMERA ACTIONS

Use the △ / ✕ / L / R buttons to rotate the camera during Action Mode to see your surroundings. Changing your view will allow you to identify enemies often undetected from your primary view. Up/down and left/right controls of the camera are based on the settings found in the Options screen, and the camera will reset to the initial view by simultaneously pressing both the L and R buttons.

SIGHT LINES

Knowing the position of your enemies as well as their visual range can be a great help during Action Mode. Identifying an enemy and/or being identified by them will create a line between the two units. The color of the Sight Lines are represented as follows:

Blue: Enemy sighted, but still unnoticed by enemy.

Yellow: Identified by enemy, but out of range for interception.

Red: Identified by enemy and also within range for interception.

Green: Same as red, but enemy is reloading weapon.

TARGET MODE

Once your unit has entered an ideal location to attack, press the ● button to switch to Target Mode. During this mode, you are safe from enemy attacks so take your time to spot the enemy with your target. If there are multiple enemies in your sight, you may lock-on to them quicker by using the L / R button. Use the analog stick to move the target and make fine adjustments with the directional buttons. When the target is set, press the ✕ button to fire the weapon (one attack per action).

ATTACK INFO

The following information will appear at the top of the screen:

Kill: Number of shots to terminate target unit.

Shots: Number of shots fired in one action.

Aim: Direction the target enemy is facing (Frt / Sd / Rr).

✣ SNIPING RIFLES

Snipers' rifles come with spectral scopes that will allow you to adjust the magnification ratio of your aim. Press the ▲ button to zoom in and out to get a clear view for your aim.

HP RECOVERY

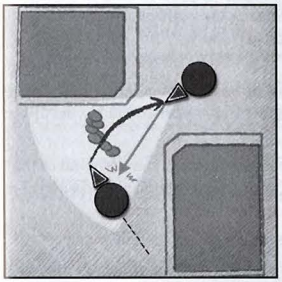
Some damage is restored automatically in every turn before your phase begins, but when your damage is substantial, you can rely on Ragnaid (medical item used for infantry units) to restore the HP level of your units. For vehicles, you must bring in the Engineers who are equipped with the proper tools to restore its HP.

In either case, the item is selected in Target Mode (press the ● button). To use Ragnaid, place the crosshair on a nearby ally to heal them, or place it on nobody to use it to heal yourself.

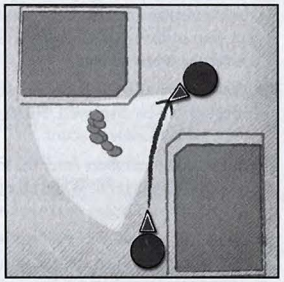
INTERCEPTIONS

Enemies are active during Action Mode, and will start firing when you enter their attack range. This is also true during an enemy's attack phase, as your units will automatically respond to enemies penetrating within your range.

Note that buildings and walls can neutralize the attack range of the units, since the unit itself is unable to see the enemies behind the structure. At times it's difficult to accurately know if one is within range or not, so note the color of the Sight Line during such encounters.



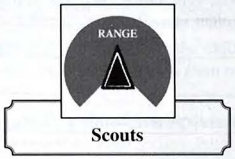
Execute an attack by quickly moving behind the sandbags. If the Sight Line turns red, you must anticipate incoming fire.



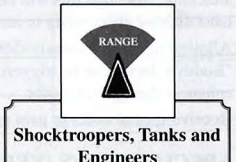
Execute an attack by staying near the wall. If the Sight Line stays yellow, you are safe from any interception.

✣ SETTING UP INTERCEPTIONS

Anticipation is the key to intercepting your enemies. Position Shocktroopers, Scouts, Engineers or the tank in strategic locations where the enemies will be moving in order to damage the enemies during their own attack phase. Note that Lancers and Armored Techs are not able to execute an Interception.



Scouts



Shocktroopers, Tanks and Engineers

MULTIPLAYER

To play multiplayer games, you must first advance the story (single player campaign) up to the month of February. The starting point is found within the Briefing Room (P.6), and you can seek or join players to participate in co-op missions or match-up with one of your friends for a head-on battle.

HOW TO START

Once you've selected the group to use and accessed the Briefing Room, the first decision is to choose whether to play co-op or versus battle. Make sure the WLAN switch on your system is turned ON to wirelessly connect with other players.

❶ If you become a Mission Leader (Player 1), please select one of the available missions from the list. Specify the number of players (co-op) or who is taking the first phase (versus) and wait for other players to enter the lobby screen.

❷ If you enter as a client player, a list of missions that the Leader players created will be displayed. Select the mission your friend has set up and wait for the Leader's action.

❸ When other members enter the lobby, the Leader can verify all of the players' information. When all of your friends are displayed on the screen, select Deploy to move on to the Briefing screen.

❹ At the Briefing screen, each player can position their own units simultaneously. The number of units the player can use will vary by your game (see chart below):

GAME	Player 1	Player 2	Player 3	Player 4
Co-op w/2	4 units	4 units	–	–
Co-op w/3	3 units	3 units	3 units	–
Co-op w/4	3 units	2 units	2 units	2 units
Versus	6 units	6 units	–	–

✣ SPECIAL RULES (CO-OP)

1) Allowed to give/take other players' Command Points.

2) Cover attacks can be initiated by moving closer to an allied unit who is attacking. Note that this will not count as your attack, therefore you will have another opportunity to attack to inflict more damage.

3) Allowed to simultaneously move multiple allied units with your friends. "Buddy effects" can be triggered if two units are moving in pairs, which enhances their performance.

4) Receive special coins to gain materials at the R&D Building (P.10).

✣ SPECIAL RULES (VERSUS)

1) Handicap settings are available to adjust damage rate (HP loss).

2) The squad attacking first will start with one less CP on their very first turn.

3) Temporary Coatings (P.10) are not implemented.

4) Hospitalized units and damaged vehicles are available for action.

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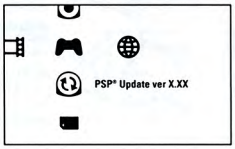
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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PlayStation Portable

PlayStation Network

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Suggestive Themes	*Thèmes suggestifs*
Violence	*Violence*

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VALKYRIA CHRONICLES II

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